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ZERO DAWN
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THE WORLD OF HORIZON

Our story takes place a thousand years after a global cataclysm. Earth has been remade into a lush, thriving ecosystem, but with a new dominant species: the machines.

These massive, animal-like robots fill the lands, oceans, and skies, serving as the guardians and enforcers of the revived natural order.

New generations of humans formed into pre-industrial tribes, without knowledge of the doomed civilization that preceded them, that of the "Old Ones" – us.

Little did they know that threats from the ancient world persisted, the greatest of which was HADES, a mysterious A.I. bent on wiping out all organic life. Bolstered by an army of misguided zealots and corrupted machines, it launched a massive assault on humanity's largest tribe.

After a desperate battle, HADES was defeated by Aloy, the greatest machine hunter of her age, and a coalition of faithful allies at the city of Meridian.

Now Talanah, one of Aloy's closest confidantes and the newly appointed Sunhawk of the Hunters Lodge, seeks a moment of respite after the epic struggle...

NOTEBOOK

Meridian – The City of the Sun, populated by the Carja people. Ruled by Sun-King Avad.

Hunter's Lodge – Based in Meridian, the Hunter's lodge employs the greatest machine hunters in the land to complete contracts and hunt bounties.

Sunhawk – Leader of the Hunter's Lodge. The title is earned by the hunter who takes down the most dangerous known machine.

Hawk – One who has proven themselves worthy of the hunt, Hawks take on contracts and train up the next generation of hunters.

Thrush – A Hawk-in-training, every Hawk is assigned one thrush to train.

HORIZON ZERO DAWN

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MERIDIAN WAS SAVED. THE ECLIPSE ROUTED. HADES DEFEATED.
ALOY BROUGHT US VICTORY AT THE BATTLE OF THE ALIGHT.
BY THE SUN, PEACE AT LAST!
IT'S OVER!

THAT NIGHT.
STILL CAN'T BELIEVE I'M IN MERIDIAN.
SO ARE YOU GONNA STICK AROUND? OR HEAD BACK TO THE SACRED LAND?
I DON'T EVEN KNOW IF THE CARJA WANT US HERE.
THE SUN-KING DOES, THAT'S FOR SURE! HE KNOWS WHO HIS FRIENDS ARE.
Our savior seems to have slipped out of sight, your radiance.
YET ALOY WAS STILL WITHIN MY SIGHT.
SHE BROUGHT US PEACE, BUT FOUND HER OWN PEACE TO BE ELUSIVE.
AT THE TIME, I DIDN'T UNDERSTAND WHY.
SHE HAD DONE WHAT SHE SET OUT TO DO.
ALOY?

WEEKS LATER.
AS HAD I.
HAWK BRATIVIN KHANE PADISH, CHERISHED BROTHER, AND SUNHAWK TALAVAD KHANE PADISH, BELOVED FATHER.
HONORED THE FALLEN, BECAME SUNHAWK, AND NOW--
ONLY MEMBERS ARE ALLOWED ENTRY, KYRAN. YOU KNOW THAT MUCH.
I AM A MEMBER!
NOW WHAT?
BUT YOUR FELLOWS ARE NOT. ALLOW ME TO CALL THE SUNHAWK.
WAIT... SHE'S HERE?

I'M ALWAYS HERE.
YOUR MAN LIGAN HERE WON'T SURRENDER THE HUNTING CONTRACT FOR RISING LIGHT, A MERE VILLAGE. MY MEN AND I CAN EASILY FULFILL--
WE'VE BEEN OVER THIS. I'VE SEEN YOU HUNT. YOU... AREN'T TERRIBLE, BUT YOUR "NOBLE" FRIENDS COULDN'T FIND THE EYE ON A WATCHER.
THEY'RE BETTER THAN THAT UTARU.
MY THRUSH MILU? I'M TRAINING HER NOT JUST TO HUNT, BUT TO SURVIVE. WHICH IS WHAT YOU SHOULD--
IS THIS NOT THE ONCE GREAT CARJA HUNTERS LODGE? BY NOBLE RIGHT THEY SHOULD BE ALLOWED--

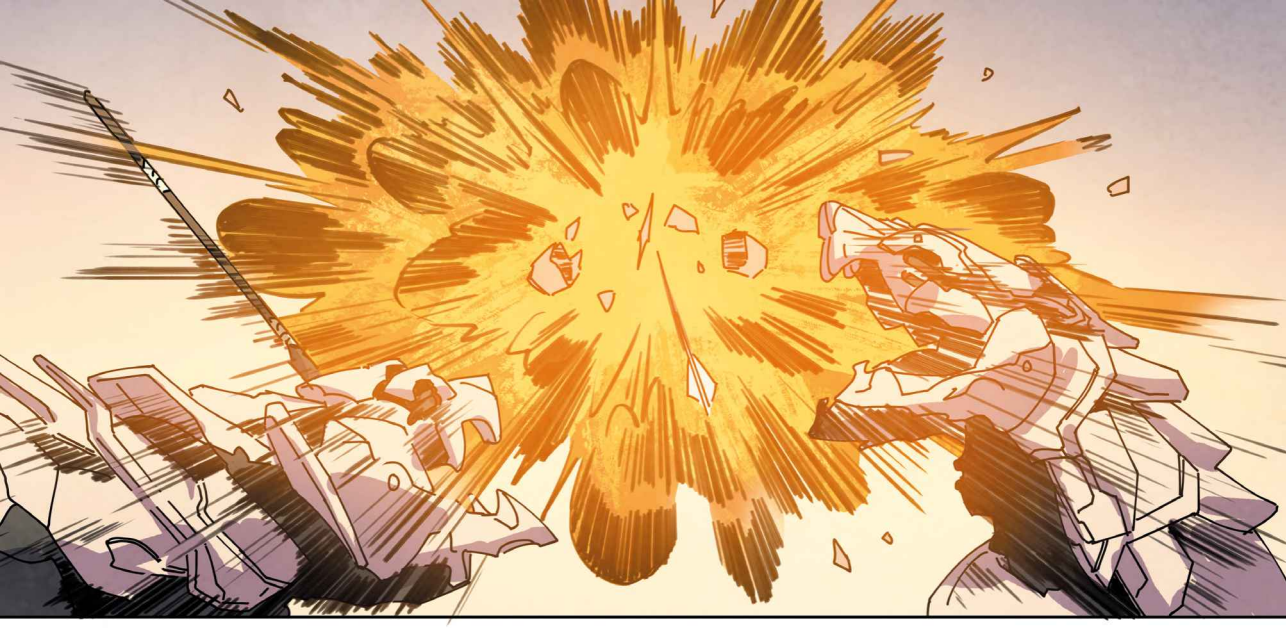
NOBLE RIGHT?! YOUR "GREAT CARJA" NOBLES ARE GREAT BOOTLICKERS AT BEST.
AND YOU? MY FATHER EARNED HIS TITLE DYING FOR WHAT HE BELIEVED IN. YOUR FATHER BOUGHT HIS--AT AUCTION!
YOU WILL REGRET THOSE WORDS.
THAT I DOUBT.
THE SUNHAWK WANTS TO SPARE YOU AND YOUR FELLOWS INJURY ON THE HUNT. YOU UNDERSTAND THAT.
OF COURSE, YOUR LUMINENCE.
I DO HAVE AN OPPORTUNITY TO DISCUSS...
THEN WE WILL TAKE OUR LEAVE.
Until next time, Talanah.
YOUR LUMINENCE, WHAT OPPORTUNITY CALLS YOU HERE? AND PLEASE DON'T SAY WATCHERS AT THE GATE AGAIN.
NEVER FEAR. SO MUCH HAS CHANGED UNDER YOUR WATCH... FOR THE BETTER. WITH YOUR INSIGHT, THE FUTURE OF THE SUNDOM WOULD BE BRIGHTER STILL.
SPECIAL ADVISOR TO THE COUNCIL FOR THE RESTORATION OF MERIDIAN.
THAT COULD BE YOU. YOUR FUTURE. WHAT DO YOU SAY?

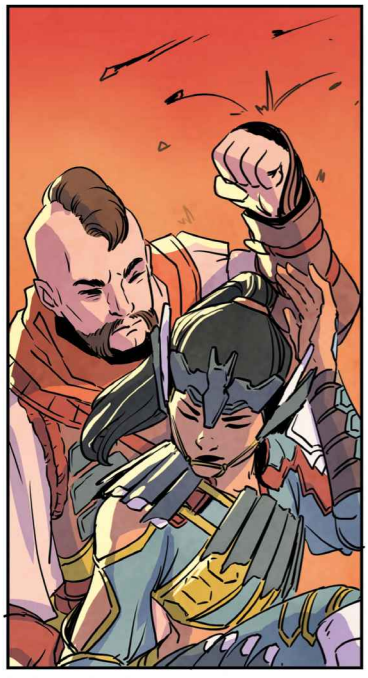
TWO DAYS OF THIS, AND I'M STARTING TO WORRY THE FUTURE OF THE SUNDOM...
IS INCREDIBLY BORING?
PRECISELY.
THE MOTION WE ARE DISCUSSING-- WHERE IS IT? I JUST HAD--YES, HERE. YOU WILL FIND IT AFTER THE THIRD LEAF ON SCROLL 47...
THE WATER COLLECTION SYSTEM...
CLANG CLANG CLANG
STAY CALM, IT'S JUST THE--
THE PERIMETER ALARM.
MACHINES ATTACKING!
I'M SURE THERE'S SOMEONE WHO CAN--
WHATEVER FUTURE I WAS HOPING FOR, WHATEVER PEACE...
...HELP.
IT WASN'T HERE.

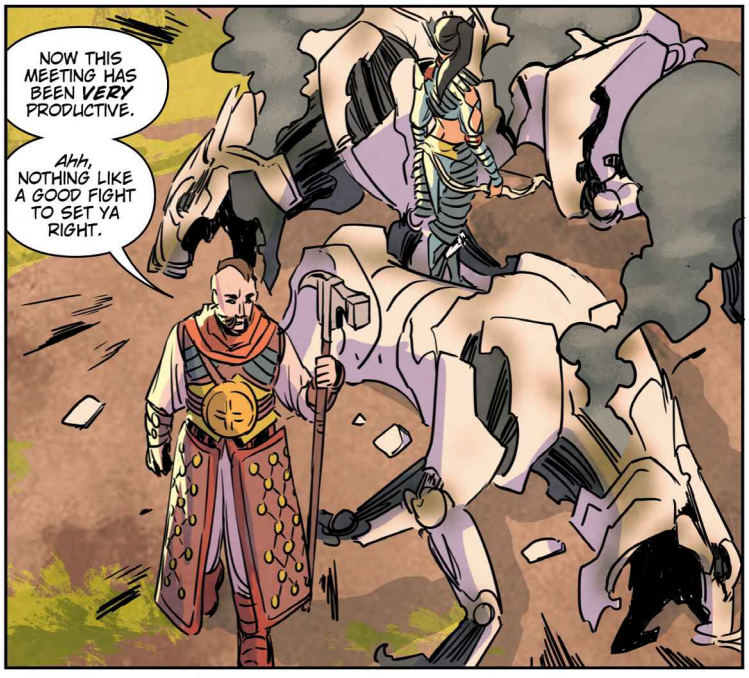
YOU WANT THE BODY OR CANISTER?
CANISTER.
MOTION CARRIED!
HOLD THE GATE!
YOU WANT THE SAWTOOTH OR THE RAVAGERS?
WHAT RAVAGERS?

THESE!

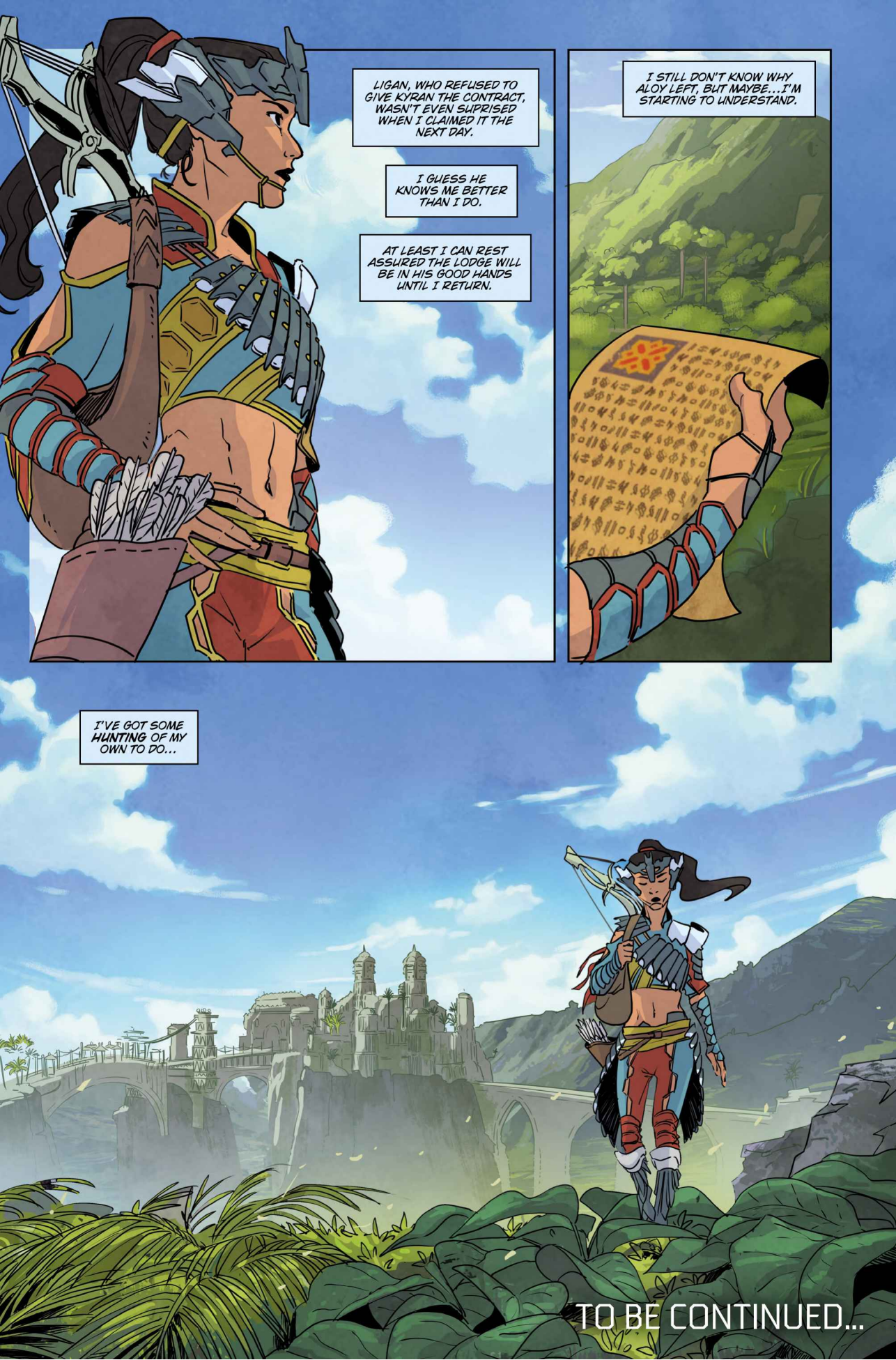
REEEEEEEEEEE
EREND!
CANISTER!






NOW THIS MEETING HAS BEEN *VERY* PRODUCTIVE.
Ahh, NOTHING LIKE A GOOD FIGHT TO SET YA RIGHT.

YOU KNOW, EREND, EVERY ONCE IN A WHILE...
...YOU SAY EXACTLY THE RIGHT THING.


LIGAN, WHO REFUSED TO GIVE KYRAN THE CONTRACT, WASN'T EVEN SUPRISED WHEN I CLAIMED IT THE NEXT DAY.
I GUESS HE KNOWS ME BETTER THAN I DO.
AT LEAST I CAN REST ASSURED THE LODGE WILL BE IN HIS GOOD HANDS UNTIL I RETURN.
I STILL DON'T KNOW WHY ALOY LEFT, BUT MAYBE...I'M STARTING TO UNDERSTAND.
I'VE GOT SOME HUNTING OF MY OWN TO DO...
TO BE CONTINUED...

ALOY

A strong and resourceful young hunter, Aloy was raised as an orphan among the rustic Nora tribe. All her life, she searched for the identity of her mother, never imagining that the answer was inextricably tied to the fate of the Old Ones and rise of the machines.

She eventually discovered that she is a clone of a woman who died a thousand years ago: Elisabet Sobeck, the creator of Zero Dawn, an automated terraforming system designed to reboot life on Earth after the catastrophe that laid it bare. The machines of Horizon are agents of that system, created to help renew the world, but now deranged and often hostile due to critical flaws.

Without Aloy's intervention, the system would have spiralled out of control, leading to a second Apocalypse. First, she had to defeat HADES, a rogue artificial intelligence that originated from within Zero Dawn.

Now, her purpose is to fully repair Zero Dawn, preventing further catastrophic malfunctions. Armed with a powerful, hi-tech spear and an ancient device that can decipher digital data, she roams the world to fulfil her quest, stopping only to help those in dire need.

TALANAH KHANE PADISH

A new dawn began for the Carja when the Mad Sun-King finally fell. A resistance movement, led by his own son, put an end to his tyrannical reign and opened up a new era of peace with other tribes.

It was then that Talavad's daughter Talanah, a strong and determined hunter in her own right, joined the Lodge. But it wasn't glory or fame she wanted. Her goal was to become Sunhawk so she could order the restoration of her family's legacy, reminding all of their sacrifice.

At first, she was harassed and belittled by reactionary members, those still loyal to the old order. But with Aloy's help, she took down Redmaw, the most powerful machine in the land, and won the title of Sunhawk. In return, Talanah helped Aloy defeat HADES at the battle for Meridian.

Talanah quickly restored the record of her father and brother's deeds and reformed the Lodge, opening its ranks to all tribes. But new challenges await. Remnants of the old regime refuse to slink away into the darkness. And whispers of fearsome new machines in the wilds have reached Meridian's heights.

Talanah Khane Padish thought she had achieved her life's goal. But it turns out that honoring her fallen family was only her first chapter...

TRIBES

The *Carja* are the most powerful of Horizon's tribes – Sun-worshippers whose holy capital of Meridian is perched on a massive desert mesa. For years, at the behest of their leader, the infamous Mad Sun-King, they raided other tribes, capturing civilians for slaves and human sacrifices.

A new dawn began when the Mad Sun-King finally fell. A resistance movement, led by his own son, put an end to his tyrannical reign and opened up a new era of peace with other tribes.

Among these are the *Nora*, who dwell in the eastern mountains. Their society is marked by a strong matriarchal culture and a superstitious aversion to the tainted "Metal World" left behind by the Old Ones. They are a secluded people, never leaving the confines of their Sacred Lands, and their laws are harsh, sentencing offenders to be outcasts, shunned by all. Aloy hails from this tribe, though her mysterious origins made her an outcast from birth.

To the northwest of the Sundom are the *Oseram*, known to all as thriving merchants, ingenious tinkers, daring fighters and expert delvers. Erend, one of Aloy's most trusted companions, commands the Oseram's elite Vanguard, making him one of the tribe's most prominent citizens.

Still other tribes roam farther afield. In the far north, the unyielding *Banuk* brave freezing mountains and treacherous glaciers. Closer to the Sundom, the agrarian *Utaru* defend their fields with expert archers. Beyond them lie the fearsome *Tenakth*, masters of the Forbidden West, their clan-lands consumed by constant internecine war.

Besides all these, rumors have been known to drift east of still more tribes, the strangest yet, which hail from lands unknown to even the wisest Carja scholars.

MACHINES

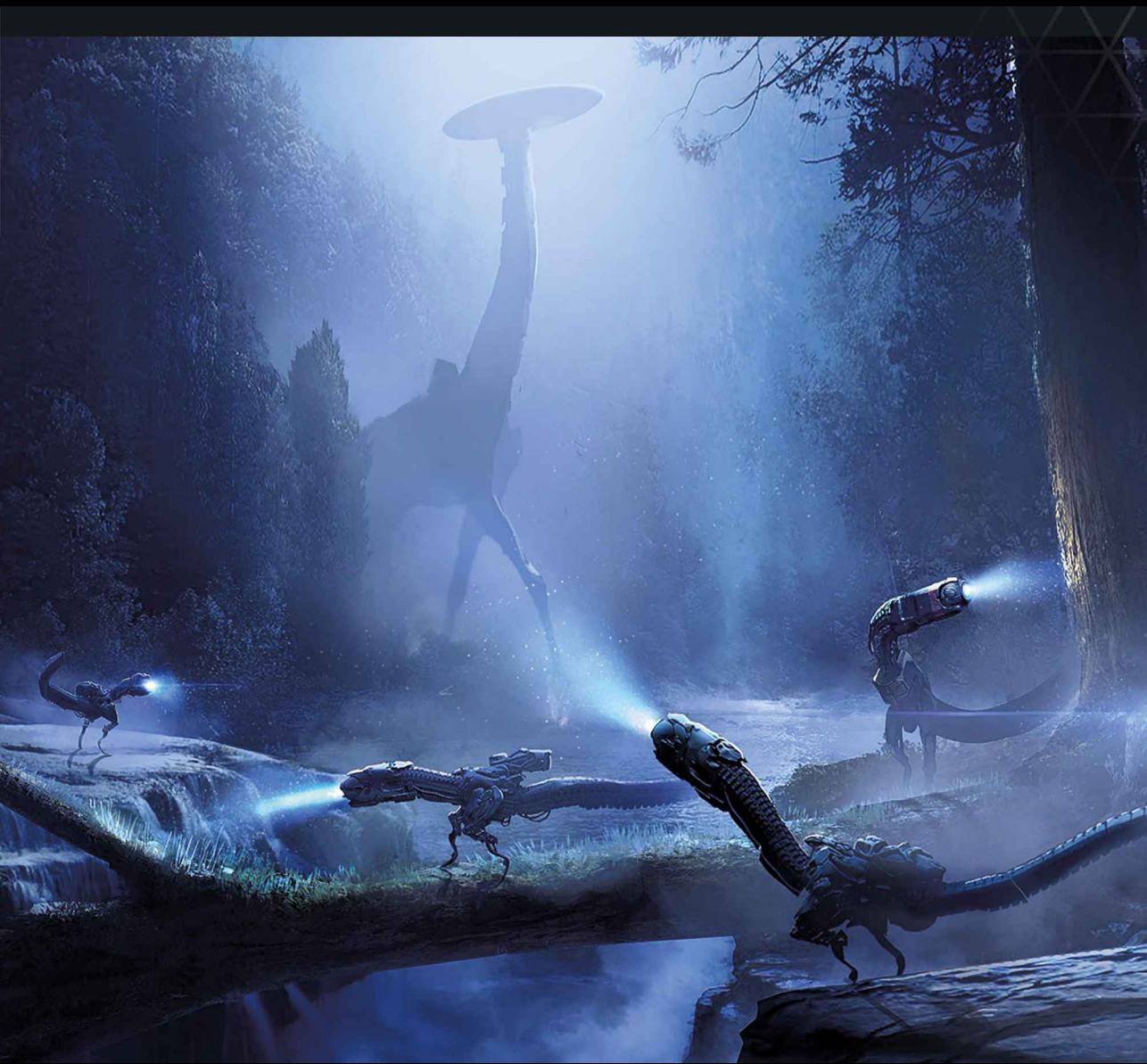
In the world of Horizon, animal-like machines serve as agents of the Zero Dawn terraforming system, designed to revive and preserve the biosphere after the cataclysm that destroyed 21st-century civilization.

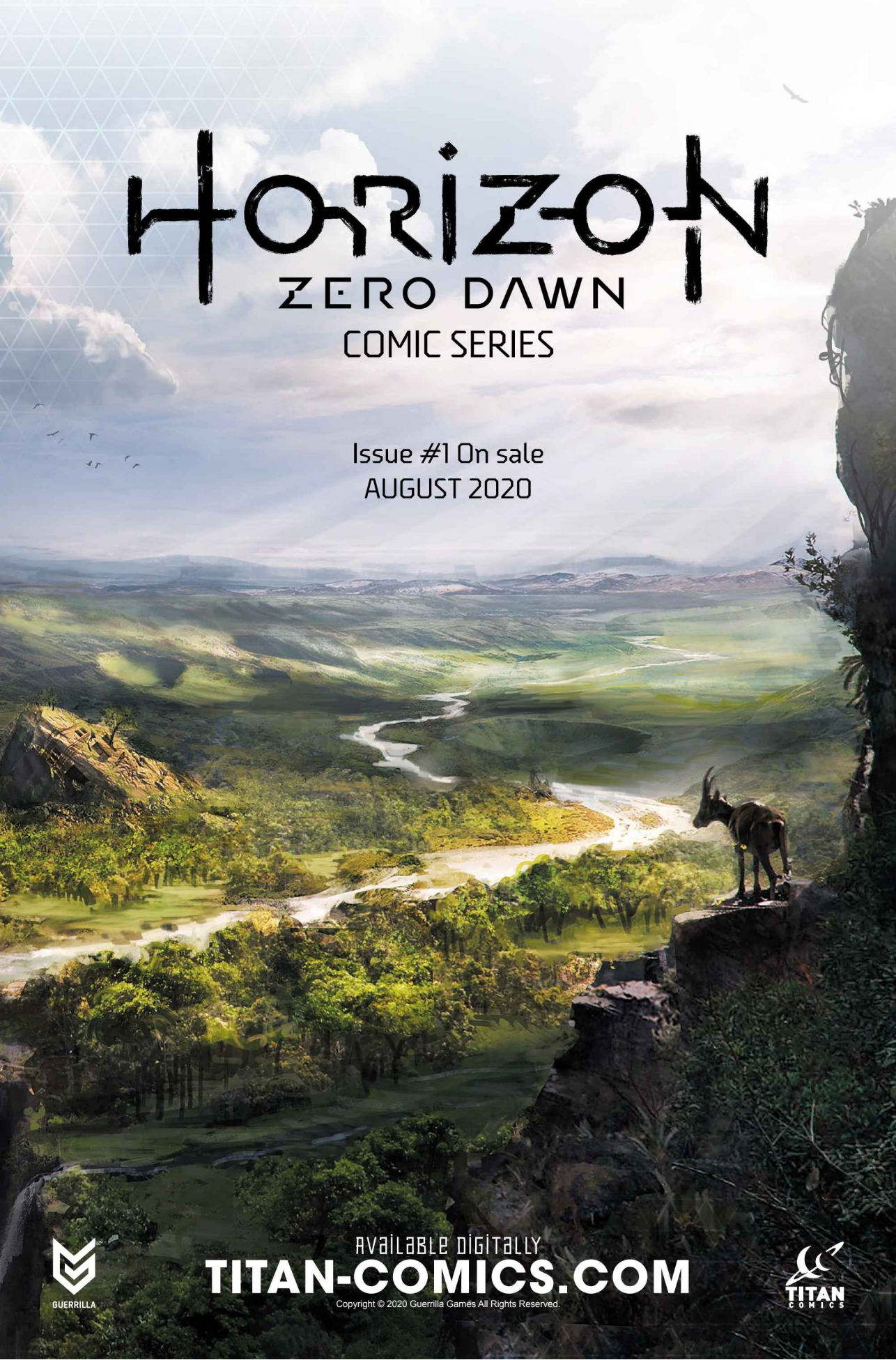
Many critical functions of the machines, like maintaining air quality or monitoring the soil, happen behind the scenes, hidden from human sight. But others, notably operations that support the system itself, are highly visible: Grazers harvest natural resources for biofuel while their Watcher guardians look on. Scrappers recycle metal for reprocessing into new materials. And majestic Tallnecks support long-range communications between herds.

For hundreds of years, these docile agents peacefully coexisted with humans of the new world. But that all changed two decades ago, when the so-called "Derangement" began. Where once machines would have fled when humans encroached, now they fought back.

Then new machines began to appear, large and dangerous, often equipped with deadly weapons. Now, hostile Sawtooths pounce on unwary hunters. Giant Stormbirds patrol the skies. And mighty Thunderjaws stalk between herds, ready to decimate trespassers.

For most of humanity, the causes of the Derangement remain mysterious. Only Aloy knows the real reason behind it: the continuing degradation of the Zero Dawn system – and only she can stop it.





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